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ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

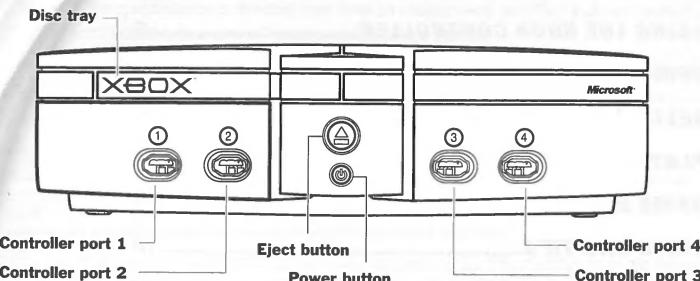
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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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USING THE XBOX® VIDEO GAME SYSTEM



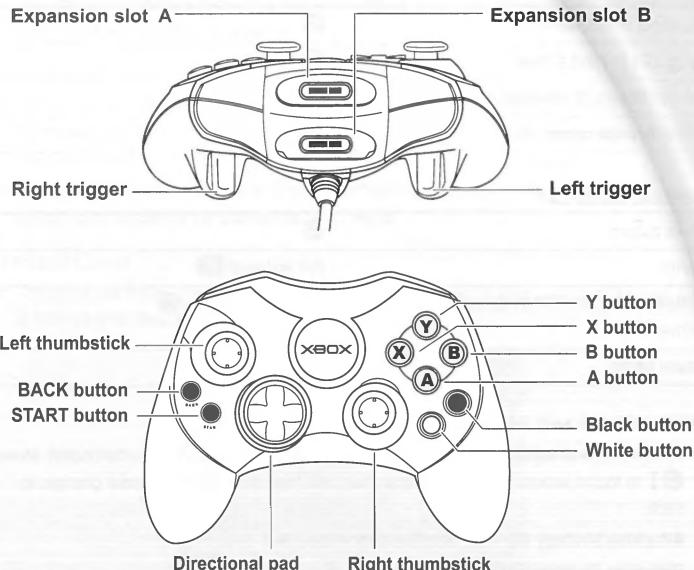
1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the Power button and the status indicator light will light up.
3. Press the Eject button and the disc tray will open.
4. Place the *UEFA EURO 2004™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *UEFA EURO 2004*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *UEFA EURO 2004*.

For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

COMPLETE CONTROLS

Lead your favorite European team to the championship by mastering these gameplay controls.

MENU CONTROLS

Highlight menu items	
Select/Go to next screen	
Cancel/Return to previous screen	
Cycle through pages	

GENERAL GAMEPLAY

Move player	
Sprint	Pull and hold
Activate IGM (see <i>IGM (In-Game Management)</i> below)	Pull and hold +
Pause game	

IGM (IN-GAME MANAGEMENT)

- ❖ To make tactical adjustments during the game pull and hold (simultaneously). Move to toggle between different tactical areas and then move to make changes to each:

Attacking Strategy (A): Wing Play/Possession/Long Ball

Defensive Strategy (D): Pressing/Neutral/Contain

Formation Preference (F): Attack/Neutral/Defend

ATTACKING (WITH BALL)

Pass/Header	
Manual pass	+
Shot/Header/Volley	
Chip shot	+
Fake shot	
Lob/Cross	
Early cross	+
Through pass (ground)	
Through pass (lobbed)	+
Skill moves	

POWER, WEIGHT, AND DIRECTION

- ❖ When shooting, lobbing, and playing a manual pass, a power meter appears at the bottom of the screen. Keep the relevant button pressed to increase power (along with speed and distance) and release when the meter has filled sufficiently. If the meter reaches the red zone, your effort is more likely to be off target. Move to aim—the ball travels in the direction it is facing when the button is released.

PASSING

- ❖ Normal passes, lobs, and crosses are automatically directed towards a teammate or teammate's run in the direction of your left thumbstick. Manual passes are played in the direction of your left thumbstick allowing your teammate to run onto the ball.
- ❖ To play first-time balls (passing or shooting without first controlling the ball), press the relevant buttons before the ball reaches your player.

DRIBBLING

- ❖ The faster you travel, the trickier it is to trap an incoming pass or keep control of the ball. Try to balance your pace and control requirements.



ATTACKING OFF THE BALL™ CONTROL OPTIONS

- ❖ **Off the Ball™ Running:** When your player has possession of the ball, press to increase his passing options. Potential ball receivers appear with numbers above their heads. Press to cycle through the receivers and move to guide the highlighted receiver's run. To play a pass towards the highlighted receiver, press or .

DEFENDING (WITHOUT BALL)

Switch player	
Tackle	
Sliding tackle	
Keeper charge	

DEFENDING OFF THE BALL™ CONTROL OPTIONS: SECONDARY DEFENDER

- ❖ For the defender nearest the ball, tackling isn't always the best form of defense. When facing the man in possession, it is sometimes more effective to block his route to goal and then call in a secondary defender () to make the challenge.

GOALKEEPER IN POSSESSION

Move/Aim kick or throw	L
Throw	A
High kick	X or B
Drop the ball	Y

SET PIECES

TAKING A DIRECT FREE KICK

In order to hit the target you need to follow these steps:

1. Move L to aim the targeting cursor towards the area of net you want the ball to go.



2. Decide what kind of spin you are going to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) by moving R. The ball spins accordingly.



- ❖ **Ballspin:** To make the ball swerve you need to put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (e.g. making contact with the right side of the ball as you look at it sends it swerving in an arc to the right, and then back to the left, and vice versa).

3. To take the kick, press X, A, or B to start the kick meter, press it once more on the upswing to set the power of the shot (stop the pointer near the red zone to give it full power; the more powerful the shot, the faster the downswing) and press it a third time on the downswing to set the accuracy (stop the pointer in the middle of the accuracy zone for the best results).



TAKING AN ATTACKING INDIRECT FREE KICK OR CORNER

1. Move L and press X, A, B, or Y to select a preset routine.
2. Select a receiver by pressing the button corresponding with the symbol above his head.
3. Use the Off the Ball™ controls to make space for yourself while waiting for the set piece (see *Attacking Indirect Free Kick/Corner Off the Ball™ Control Options: Jostling* on p. 7).

ATTACKING INDIRECT FREE KICK/CORNER OFF THE BALL™ CONTROL OPTIONS: JOSTLING

- ❖ While waiting for an attacking indirect free kick or corner to be taken, win space in the crowd scene by jostling with your marker. To give him the run-around, move L; to jostle with him, move R.

TAKING A DEFENSIVE INDIRECT FREE KICK OR GOAL KICK

Aim	L
Long pass	X or B (hold kick buttons for increased power)
Short pass	A

TAKING A THROW-IN

Aim	L
Throw	X, A, or B

TAKING A PENALTY KICK

Aim shot	L
Shoot	B (hold for increased power)

DEFENDING SET PIECES OTHER THAN PENALTY KICKS

Move Player/Wall	L
Wall jump	X, Y or B
Switch player	A

DEFENDING A PENALTY KICK

Goalkeeper dive	L
-----------------	---

SETTING UP THE GAME

Play your way to the championship with *UEFA EURO 2004*. Manage a successful qualifying campaign—juggling changing player morale and fitness—to reach the *UEFA EURO 2004* Finals and play against the best teams in Europe.

NOTE: From the Select Team screen, press **X** to decide whether a team is User or CPU controlled.

MORALE

If a player's morale decreases, his performance drops. However, if things go well on the pitch his morale increases again. You can monitor player morale from the Team Management screen. Significant changes are highlighted in Team News.

USER PROFILES

Your User Profile contains all of your game preferences (e.g. Set Pieces, Game Settings etc).

ACTIVATING A USER PROFILE

The Active User Profile determines the settings currently being used.

❖ To change the User Profile being used in the current session, move **L** **↑** in the My Euro User Profiles screen to select the required User Profile. Then press **X**.

NOTE: User Profiles can also be chosen at the Select Sides screen before playing a game.

PLAYING THE GAME

CONTROL HIGHLIGHTS



Controlled player in possession of the ball



Controlled player when not in possession of the ball

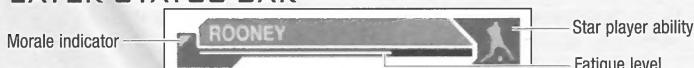


Off-screen controlled player indicator



Players making Off the Ball Runs

PLAYER STATUS BAR



During a match, a Player Status Bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue, morale, and star abilities he possesses.

FATIGUE

This level decreases the more a player sprints (pull and hold **R**), slowing him down, but replenishes when he returns to normal pace.

MORALE

If a player's morale is exceptionally high then the morale indicator appears.

STAR PLAYER

Star players' special abilities are represented by the following icons:



Tackling



Dribbling



Running



Shooting

GAME MODES

NOTE: Most of the game modes in *UEFA EURO 2004* are self-explanatory and are not covered in this manual. See *Hints and Tips* on p. 10 for further information on playing the game.

TOURNAMENT

Play your way through a league or knockout tournament against any of the 51 qualifying *UEFA EURO 2004* teams. You can also skip the early rounds and go straight to the finals.

❖ To select the teams, move **L** **↔** to enter a team into an Empty slot. Press **X** to decide whether a team is User or CPU controlled. Press **○** or **●** to Autofill empty slots with random teams.

PRACTICE

Join the 'wide awake' club by working hard on the practice pitch. Choose to practice a game with a set number of players or rehearse your corners and direct/indirect free kicks.

HINTS AND TIPS

GAMEPLAY

SHOOTING

Use a **chip shot** (B + L) to lift the ball over the keeper or send the keeper the wrong way with a **fake shot** (O).

PASSING

Manual passes (A + L) can be played into areas that do not contain teammates, allowing you to pass into space and cut through the defense for fun.

OFF THE BALL™

Use the attacking Off the Ball™ controls (O) on the wing for pinpoint crosses.

TACKLING

Get close to the ball carrier (↑ / ↓ / ← / →) to contest for the ball without fouling.

MENU SCREENS

TOURNAMENT SQUAD SELECTION

Choose Current Squads if you want to include recent player swaps in a Tournament or select Default Squads to overwrite any unsaved Squads.

KNOCKOUT TOURNAMENTS/MATCHES

Set the number of legs to 2 at the knockout stage to decide ties over home and away matches. Remember, if matches are level after the two matches, the away goals rule comes into play and away goals count double.

USING THE VIRTUAL KEYBOARD

To input names, move L to highlight each character and press A. Select DONE to enter a name.

SWAPPING PLAYERS IN YOUR LINE-UP

To change your first team line-up (or substitute players during a match), move L↑ to highlight the name of the first player that you wish to swap. Next, press A. Repeat this action to choose the second player. The players are swapped.

Highlight a player name and press X to view this Bio Screen. Pull L or R to cycle through his attributes.

PRACTICE MODE PAUSE MENU

When practicing set pieces in Practice mode, select a Location (an area of the pitch) from which to take them (1 corresponds to the far left of the opponent's goal).

SAVING AND LOADING

SAVING

❖ To save files to and from the hard disk, go to the Save/Load screen (see *Save/Load Screen* below) or choose Save from the relevant mode menu. You are also prompted to save files upon exiting certain screens.

NOTE: Changes made outside individual game modes are applied in all game modes. Changes made within game modes are specific to that competition. Changes made from the Pause menu are reset after a game is finished.

LOADING

❖ Select YES upon boot-up to automatically load all User Profiles and Squads detected on the hard disk. Loaded Profiles cannot be deleted.
❖ To load previously saved files after you've started the game, go to the Save/Load screen (see *Save/Load Screen* below) or choose the LOAD option when starting the relevant mode.

SAVE/LOAD SCREEN

To enter the Save/Load screen, select SAVE/LOAD from the My Euro screen (you then select whether you wish to SAVE or LOAD) or select one of the Save or Load options throughout the game.

TO SAVE OR LOAD A FILE WITHIN THE SAVE/LOAD SCREEN:

1. Pull L or R to select the type of file you wish to perform an action on (All Types/Profile/Squad/Euro File/Tournament).
2. Move L↑ to select a file and then press A.
 - ❖ If you have chosen to **save** a file, you can select RENAME FILE to change the file name and save it or SAVE FILE to save it under its present name.
 - ❖ If you have chosen to **load** a file, select LOAD FILE.

LIMITED 90-DAY WARRANTY

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EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

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Redwood City, CA 94063-9025

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In the **US**, dial **900-329-HINT** (4468). \$1.99 per minute.

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TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Mailing Address: Electronic Arts Technical Support
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Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

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PACKAGE COVER PHOTOGRAPHY: Bulletproof Design and Popgun Design

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